

In the Claims

This listing of claims will replace all prior versions, and listings, of claims.

Listing of Claims

1. (Previously presented) A method for rendering a graphic primitive in a graphics system, the graphic primitive having a plurality of sides that define the edge of the primitive, the method comprising:

receiving, in the graphics system, a signal from an interface, the signal comprising data about a plurality of vertices of the graphic primitive;

selecting, in the graphics system, an interior point within the graphic primitive;

identifying, in the graphics system, a first side point on a first one of the sides and a second side point on a second one of the sides, the first side point and the second side point being points of intersection with the edge of the graphic primitive of a line segment intersecting the interior point, the first side point and the second side point each having a shared first channel value in common with the interior point;

calculating, in the graphics system, a first ratio for the first side point according to the shared first channel value and a first channel value of each of the vertices of the first one of the sides;

determining, in the graphics system, a plurality of remaining channel values for the first side point based on the first ratio;

calculating, in the graphics system, a second ratio for the second side point according to the shared first channel value and a first channel value of each of the vertices of the second one of the sides;

determining, in the graphics system, a plurality of remaining channel values for the second side point based on the second ratio;

storing, in the graphics system, the plurality of channel values determined for the first side point and the second side point; and

determining, in the graphics system, a plurality of remaining channel values for each of a plurality of interior points intersected by the line segment and each having the shared first channel value, each of the remaining channel values for a respective one of the interior points being determined according to a corresponding stored channel value of the first side point and a corresponding stored channel value of the second side point.

2. (Previously presented) The method of claim 1, wherein determining, in the graphics system, a plurality of remaining channel values for the first side point and determining, in the graphics system, a plurality of remaining channel values for the second side point further comprises performing, in the graphics system, linear interpolation using an interpolation engine to determine the remaining channel values for the first side point and the second side point.

3. (Previously presented) The method of claim 1, wherein determining, in the graphics system, a plurality of remaining channel values for the first side point and determining, in the graphics system, a plurality of remaining channel values for the second side point further comprises performing, in the graphics system, perspective interpolation using an interpolation engine to determine the remaining channel values for the first side point and the second side point.

4. (Canceled)

5. (Original) The method of claim 1, wherein the channel value represents color.

6. (Original) The method of claim 1, wherein the channel value represents luminance.

7. (Original) The method of claim 1, wherein the channel value represents a texture coordinate.

8-29. (Canceled).